



# Playing in the Squash and Squash 57 Leagues

## *Dorking Lawn Tennis and Squash Club*

Welcome to the Squash and Squash 57 leagues. The way the leagues operate is based on the previous paper leagues and adapted for the League Master software. As with the paper leagues, the system is meant to be as simple and as fair as possible. If you have any comments or feel you have been treated unfairly, please get in touch: feedback is always welcome at [squashleagues@dltsc.co.uk](mailto:squashleagues@dltsc.co.uk).

## Change history

Date	Rule (at time of writing)	Description
12 Aug 2019		Original version
27 Oct 2019	12	Max addition of two players per league
21 May 2023	3	Change duration of league from six weeks to five weeks
	6	Change minimum requirement from 1 game to two games
	7	Removal of League Master News article notification
	11.1	Addition of rejoiners rule for relegation spots
	28	Removal of rule around court payments
	34	Clarification of league cup award

## General

1. The Squash and Squash 57 leagues are run on League Master <https://dorkingltscl.leaguemaster.co.uk/>. The League Master link can also be found on the club's website on the squash page <https://www.dltsc.co.uk/adult-squash-and-squash-57>.
2. The leagues can be seen as a ranking system of club league players. This is an important frame of mind when considering the re-introduction of returning players (as described in 11 and 13 below)
3. Leagues run over a ~~six-week~~ five-week period and opening and closing dates are posted on League Master
4. The target number of players per league is five but this may be altered depending on the total number of players. For example, for a league size of 50, there will be ten leagues of five. If one player drops out, league ten will have four players. If another player drops out, league nine will also have four players, and so on until 40 players are reached where every league will have four players
5. Scores should be entered on League Master as soon as possible after the match. Scores not entered by 9pm on the closing date will not count towards that league's standings
6. Players not playing ~~any games~~ at least two games in a league cycle will be removed from the next league unless they email [squashleagues@dltsc.co.uk](mailto:squashleagues@dltsc.co.uk) as to why they should be included (e.g. injury has cleared up). The aim is to keep the league alive and full of active players (existing players please note 14 below)



7. League rollover, i.e. the publication of the next league, will be carried out on the closing date of the league at 9pm in time for the first day of the next league cycle. Email notification of the new leagues will be sent from League Master ~~as well as a News article being posted on League Master~~
8. Where not specifically called out in these rules, World Squash Federation rules apply. See <https://www.englishsquash.com/get-involved/play/master-the-basics>
9. The leagues are run for the benefit of all and in the case of any dispute the League Administrator's decision is final

## Joining and leaving the league

10. Players joining the league fall into two categories
  - a. New players should write to [squashleagues@dltsc.co.uk](mailto:squashleagues@dltsc.co.uk) where they will be emailed a user ID with which to get onto the League Master website. They should then follow the steps for a returning player below
  - b. Returning players, or new players with log in details, should use the link on League Master to register for the next league cycle
11. Returning players will be added to the league one league below the league which they left, unless they finished in the top two of that league, in which case they will re-enter the same league which they left
  - 11.1 By the same token, a player leaving a league having finished in a relegation spot, will rejoin two leagues below which they left
12. A maximum of two players, new or returning, can be added to the same league. If three or more players are due to be added they will be ranked according to their SquashLevels points with the highest two rankings being added to the higher league and the lower player(s) to the league(s) below
13. New players will be added to the leagues at a position based on their ability gauged on, for example, club night matches or friendlies
14. Existing players aware of upcoming holidays or general unavailability should use the link on League Master to remove themselves from the next league cycle ahead of the league commencing. Late withdrawals deprive other players in your league of matches as well as block promotions from leagues below

## Scoring

15. Scoring system
  - a. Box league Squash games are point a rally (PAR) to 15, best of five, player to win by two clear at 14 all
  - b. Box league Squash 57 games are PAR to 11, best of five, player to win by two clear at 10 all
16. To enter results, go to League Master, follow the links and
  - a. For Squash, enter the game scores, i.e. 15-12, etc.: the use of game scores will give better updates on SquashLevels (see 25 below for details of SquashLevels)
  - b. For Squash 57, enter the match score in games only, i.e. 3-2, 3-1, etc. Scores do not flow to SquashLevels and the extra detail is not required



17. Match scoring: players get one point for playing, one point for each game won, and a win bonus as follows: three points for winning 3-0, two points for winning 3-1, one point for winning 3-2. This is mentioned for information only as League Master will do the computation when game and match scores are entered
18. One player should enter the scores on League Master. The opponent is emailed as confirmation when the match score is entered but no further action is required by the opponent at that point
19. Completed games only should be entered. Any incomplete game scores will be removed by the League Administrator
20. In the event of an incomplete game, e.g. 9-7, no final game score should be entered. Unfinished matches can be
  - a. left as they finished rounded down to whole games or
  - b. played to conclusion at another time agreeable to both players
21. Where unfinished matches end in a draw, e.g. 2-2, 1-1, players will be awarded four points each
22. Where unfinished matches end 2-1, players will be awarded the standard one point for playing and one point for each game won, i.e. three and two points respectively (although inconsistent with other match scoring, the software won't allow any other outcome)
23. Unplayed games with no walkover registered will be scored at 0-0 (see 29 to 32 below for details of walkovers)
24. The top two positions in a league will be promoted one league and the bottom two demoted one league
25. All Squash results flow into SquashLevels ([www.squashlevels.com](http://www.squashlevels.com)). SquashLevels is the national ranking system for Squash players from the top professionals down. Squash 57 results do not flow into SquashLevels

## Court booking and payment

26. Court bookings are made on <https://dorkingtsc.clubsolution.co.uk/>
27. Either player can book the court at a time agreed as convenient to both players
- ~~28. In order to even out the cost of the courts, the non-booking player should use the Pay Share function on the Your Information page of the club's court booking system <https://dorkingtsc.clubsolution.co.uk/>. Although costs are relatively small, please pay your share to avoid inconveniencing the player who has taken the trouble to book the court~~

## Walkovers

29. Every effort should be made to play all of your matches
30. If, when arranging a match with your opponent, three separate peak hour courts are offered (and all three are not in the same two-week period) and your opponent is unable to accept any of them, then a walkover can be claimed
31. The score entry system on League Master should be used to enter a walkover and a reason must be given in the text box provided
32. In the event of a walkover, three points will be awarded to the claimant and none to the opponent



## League Cup

Annual trophy scoring ~~to be decided but most likely based on~~

- ~~33. Most improved player as of month end before finals night according to squash levels (closing ranking points minus opening ranking points (might get corrupted by Surrey Cup), or~~
- ~~34. Most league wins in the year as of month end before finals night according to squash levels~~ Most league points won in a calendar. There will be an award for squash and for squash 57